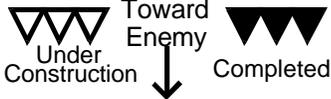
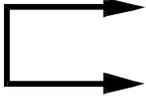
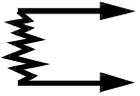
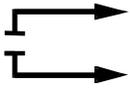
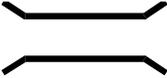
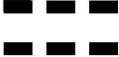
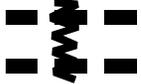
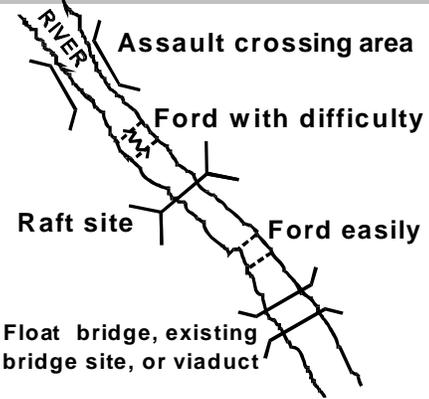


MOBILITY AND SURVIVABILITY

<p>Abatis I-1</p>	
<p>Antitank Obstacles Antitank Ditch</p>	
<p>Antitank Ditch Reinforced with Antitank Mines</p>	
<p>Antitank Obstacles, Tetrahedrons, Dragon's Teeth, and other similar obstacles</p>	<p>Fixed and Prefabricated </p> <p>Movable </p> <p>Movable and Prefabricated </p>
<p>Antitank Wall</p>	
<p>Booby Trap I-20</p>	
<p>Bypass I-23 Bypass Easy</p>	
<p>Bypass Difficult</p>	
<p>Bypass Impossible</p>	

Mobility and Survivability (Continued)

<p>Crossing Sites/Water Crossings Assault Crossing Area I-43</p>	
<p>Bridge or Gap I-72</p>	
<p>Ferry</p>	
<p>Ford/Ford Easy I-69</p>	
<p>Ford Difficult</p>	
<p>Lane I-89</p>	
<p>Raft Site</p>	
<p>Example Crossing Sites I-43</p>	
<p>Engineer Regulating Point I-61</p>	

Mobility and Survivability (Continued)

<p>General Obstacle</p> <p>Obstacle Belt I-112 (Controlled by 3d Brigade, 27th AD)</p> <hr/> <p>Obstacle Line I-112</p> <hr/> <p>Obstacle Zone I-112 (Controlled by 27th AD)</p>	 <hr/>  <hr/> 
<p>Mines</p> <p>Antipersonnel (AP) Mine</p> <hr/> <p>Antitank (AT) Mine</p> <hr/> <p>Antitank Mine with Antihandling Device</p> <hr/> <p>Directional Mine (Arrow Shows Effects) "Claymore Type Mine"</p> <hr/> <p>Unspecified Mine</p> <hr/> <p>Mine Cluster</p> <hr/> <p>Wide Area Mine</p>	 <hr/>  <hr/>  <hr/>  <hr/>  <hr/>  <hr/> 